AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Canceled)

2. (Currently Amended) The computer program product according to Claim [[1]] 7, ~~wherein~~ the computer program causing the computer system to execute:

said computer program causes said computer system to determine determining whether or not processing transitions to a bullet fire wait status where a bullet is fired from said enemy-character to ~~said~~ a player-character at least within a predetermined time, and

~~and if processing transitions to said bullet fire wait status, said computer program causes said computer system to determine~~ determining whether or not the visual effect request for requesting visual effect processing is input by the player when processing transition to the bullet fire wait status ~~said player input said visual effects request~~.

3. (Canceled)

4. (Currently Amended) The computer program product according to Claim [[3]] 2, ~~wherein~~ the computer program causing the computer system to execute:

said computer program causes said computer system to determine determining whether or not ~~the~~ a current mode is a mode where two or more players play, and

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to update updating said remaining time so that the increasing an increased amount of said remaining time, when it is determined that the current mode is a mode where two or more players play, becomes different from the increasing an increased amount of said remaining time in a mode where one player plays.

5.   (Currently Amended) The computer program product according to one of Claim 1 to Claim 4 7, wherein the computer program causing the computer system to execute:

said computer program causes said computer system to determine determining whether or not the image display processing with said visual effects the displaying of circumstances is being executed, and

if it is determined that the image display processing with said visual effects is being executed, said computer program causes said computer system to execute executing image effects effect processing for changing [[the]] a display mode of the enemy-character while the displaying of circumstances is executed visually before and after the image display processing with said visual effects is executed for at least said enemy-character.

6.   (Currently Amended) The computer program product according to Claim [[1]] 7, wherein said visual effects effect request input is a control signal which is output to said computer system when a foot pedal connected to said computer system is stepped on by [[a]] the player.

7.   (New) A computer program product including a computer program causing a computer system to execute processing for determining whether or not bullets that are virtually fired in response to an input operation of a player collide with an enemy-character that is computer-controlled, and processing for displaying the enemy-character in a virtual space viewed from a virtual viewpoint on a screen, the computer program causing the computer system to execute:

(a) determining whether or not a visual effect request for requesting visual effect processing is input by a player;

(b) changing a time scale such that a display speed of at least the enemy-character and each one of the bullets fired from the enemy-character become slower when the visual effect request is input;

(c) displaying circumstances in the virtual space where the enemy-character is located based on the changed time scale;

(d) determining whether or not bullets that are virtually fired in response to an input operation of the player collide with the enemy-character being a shooting target or collide with bullets that are virtually fired from the enemy-character and are shooting targets;

(e) displaying an image of the shooting target being shot at on the screen when bullets that are virtually fired responding to an input operation of the player collide with the shooting target;

(f) displaying a remaining time for the computer system to execute the displaying of circumstances;

(g) decreasing the remaining time in proportion to an elapsed time in which the computer system executes the displaying of circumstances;

(h) determining whether or not the remaining time is over;

(i) terminating the displaying of circumstances when the remaining time is over;

(j) restoring the time scale to a normal value when the displaying of circumstances is over;

(k) measuring an elapsed time in which the computer system does not execute the displaying of circumstances; and

(l) increasing the remaining time in proportion to the elapsed time in which the computer system does not execute the displaying of circumstances.

8.   (New) A computer program product including a computer program causing a computer system to execute processing for determining whether or not bullets that are virtually fired in response to an input operation of a player collide with an enemy-character that is computer-controlled and processing for displaying the enemy-character in a virtual space viewed from a virtual viewpoint on a screen, the computer program causing the computer system to execute:

(a) determining whether or not a visual effect request for requesting visual effect processing is input by a player;

(b) changing a time scale such that a display speed of at least the enemy-character and each one of the bullets fired from the enemy-character become slower when the visual effect request is input;

(c) displaying circumstances in the virtual space where the enemy-character is located based on the changed time scale;

(d) determining whether or not bullets that are virtually fired in response to an input operation of the player collide with the enemy-character being a shooting target or collide with bullets that are virtually fired from the enemy-character and are shooting targets;

(e) displaying an image of the shooting target being shot at on the screen when bullets that are virtually fired in response to an input operation of the player collide with the shooting target;

(f) displaying a remaining time in which the computer system executes the displaying of circumstances;

(g) decreasing the remaining time in proportion to an elapsed time in which the computer system executes the displaying of circumstances;

(h) determining whether or not the remaining time is over;

(i) terminating the displaying of circumstances when the remaining time is over;

(j) restoring the time scale to a normal value when the displaying of circumstances is over; and

(k) increasing the remaining time when bullets that are virtually fired in response to an input operation of the player collide with at least a portion of the enemy-character.

9.   (New) The computer program product according to Claim 8, the computer program causing the computer system to execute:

determining whether or not a plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with the enemy-character or with bullets that are virtually fired from the enemy-character; and

increasing the remaining time more when the plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with the enemy-character or with bullets that are virtually fired from the enemy-character than when the plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with neither the enemy-character nor bullets that are virtually fired from the enemy-character.